STRATEGIC SIMULATIONS INC

# Warm up the Christmas Season and the winter days ahead with games from SSI.

## WINTER 1984 CATALOG

# $1,000 FORTRESS™ TOURNAMENT

Look across to the facing page and you'll see one of the most exciting new games to come out of our R&D labs: **FORTRESS™**. This simple and fun strategy game lets you compete against another human or against the computer.

So what's new about that, you ask.

Well, every time you play the computer, it *learns* from you. As you get better and tougher the more you play, it improves commensurately. In essence, the computer becomes an extension of yourself! That being the case, SSI proudly presents a very different kind of strategy game tournament: *Competition by computer proxy!*

Send us a disk of your best-trained computer player and we'll match it against other entries. The trainer of the winning disk in this battle of electronic wits will win *$1,000*!

Entries will be separated by computer format, i.e., entries on the Atari® will only compete with other Atari entries. The same applies to the Apple® entries. The winner of each division will receive $1,000. Entries must be postmarked no later than February 29, 1984. So get a jump on the competition, get the game today and start training your computer!

You'll find details and tournament rules inside every game of FORTRESS.

# ½-PRICE ZIPLOCK-BAGGED GAMES

While supplies last, we are selling our remaining stock of OPERATION APOCALYPSE™ and TORPEDO FIRE™ in ziplock bags for the bargain price of $29.98 each. *That's one-half off our regular price!* This offer is only available directly from SSI.

# WINNERS OF SSI's PENTATHLON

We are pleased to announce the winners of our Pentathlon tournament held at the Gateway/Micro-con Gaming Convention on September 3-5, 1983.

**$1,000 First Prize: Russell Schmalenberger**
**Second Prize: Chris Many**
**Third Prize: Dion Dosser**

Our hearty congratulations!

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If there are no convenient stores near you, VISA and M/C holders can order directly by calling **800-227-1617, x335 (toll free)**. In California, call 800-772-3545, x335.

To order by mail, send your check to: SSI, 883 Stierlin Road, Bldg. A-200, Mountain View, CA 94043-1983. (California residents, please add 6½% sales tax.)

Please add $2.00 to your order for shipping & handling.

French translations of some of SSI's games are available from:
**COMPUTERRE**
P.O. Box 782
St. Laurent, Quebec
H4L 4W2 CANADA

# HOTLINE Number

If you have any technical questions or problems regarding any of our games, you can call our **HOTLINE NUMBER: (415) 964-1200** every weekday but Wednesday, 1 to 5pm (PST).

General questions (about prices, availability, details of games, etc.) should be directed to: (415) 964-1353 during regular office hours (PST).

# New RAPIDFIRE Games

**$34.95** **APPLE® & ATARI®**
**Available now**

FORTRESS™ joins the proud and ancient family of great strategy games such as chess, go and othello. Like these classics, FORTRESS is beautifully simple in concept: occupy a place, fortify it, and dominate the surrounding countryside. Lay siege to your opponent's fortresses, or better still, outflank them. The rules are few; the possible moves, nearly limitless.

Unlike some of these traditional games, however, FORTRESS isn't an endurance test; each game lasts less than ten minutes. A multi-game tournament can be played in less than an hour.

Even though this game allows 2 human players to match wits against each other, the solitaire game is far more provocative. Five computer opponents are provided, all given colorful names to match their unique style of play: Genghis Khan, Count Vauban, Lord Maginot, Sir Galahad, and the Squire.

The Squire is a perfect opponent for the first-time player since it, too, is a novice. Lord Maginot, the master of defense, will parry your moves most ably, whereas Genghis Khan, the epitome of ruthlessness, knows only cunning and attack.

Your computer opponents are formidable indeed; they are programmed not only to play but to learn and improve. Each time they play you, they study your strategy and memorize your strengths and weaknesses. The better you get, the better they'll play, using your own habits and tricks against you!

Simple, fast and challenging, FORTRESS is destined to earn a lasting place in the hallowed ranks of classic strategy games.

**$34.95** **APPLE® & ATARI®**
**Available now**

QUEEN OF HEARTS™ is the video pinball game for the true pinball fanatic. Using Hi-Res color graphics and arcade action, this game gives you realistic features that'll make you think you're playing the real McCoy: Five flippers, a "TILT" feature, a scoreboard that keeps track of the points of up to four players, even a sequential scoring system. Hit the right targets in the right order, and you can build up an astronomical score.

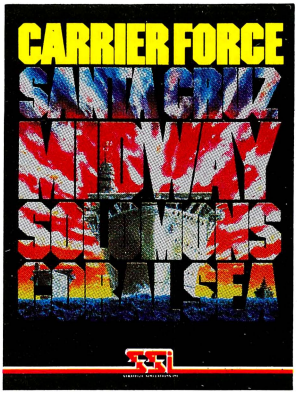
And there are so many different targets, you won't know which one to hit first. Drop targets, rollovers, pop bumpers, a kickhole, QUEEN OF HEARTS has them all!

A bonus point-scoring system makes the game even more interesting. Hit certain targets and watch your bonus points rack up. And increasing the bonus multiplier can add two, three, maybe four times as many bonus points to your score.

Most importantly, all of these features add fun and excitement, not complexity, to the action in QUEEN OF HEARTS. Anyone can start playing. Stopping, however, is another matter. In no time at all you'll be a certified pinball addict, convinced you can get a higher score with "just one more try."

**Please see pages 12 and 13 for complete information on the computer format of each game.**

# New Wargame




**$59.95 APPLE® & ATARI®**
**Available December 1, 1983**

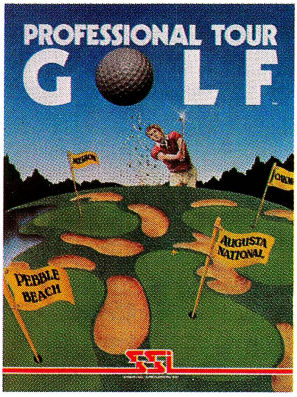
CARRIER FORCE™ is the definitive simulation of the four major flat-top battles fought in the Pacific when the U.S. and Japan were still evenly matched in naval power. They are: the Battle of the Coral Sea; of Midway; of the Eastern Solomons; and of Santa Cruz.

Each scenario is so detailed and complete, CARRIER FORCE can be considered as four games in one. Every major warship and plane is fully accounted for and accurately rated. Combat is resolved down to the last plane! And just as in the real battles, carriers must turn into the wind in order to launch planes. You must play flight-deck manager, shuttling up to 36 plane operations — landings and launchings — in one turn (one hour). Planes must also be readied and loaded with the right bombs.

Real naval warfare conditions are faithfully re-created: weather, night time, visibility, inaccurate sightings... Seaplanes must be launched to search for the enemy. Combat Air Patrols must be constantly sent up to protect the task forces.

As complex as this game sounds, it is very easy to play: The computer handles all administrative chores, leaving you to give all the orders and to plot the strategies — just like a real admiral! For one or two players.

# New Sports Game




**$39.95 APPLE® & COMMODORE®**
**Available now**

PROFESSIONAL TOUR GOLF™ is the most challenging computer golf game yet created — a game that brings together the greatest golfers in history, each playing as he really played, on some of the most formidable holes in the world.

Twenty of the best players of all time have been realistically recreated, each carefully rated according to his power, accuracy and skill, using each type of club in almost every possible situation. You can play against these famous pros, play alone, or let the computer match the Masters against each other and watch the outcome.

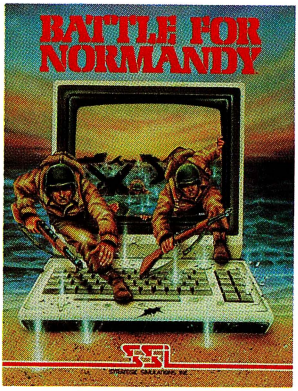
You even have your choice of playing on two different championship courses: the famed seaside course at Pebble Beach, or an imaginary course composed of holes from courses around the world, such as the Augusta National, Merion, and Oakmont.

The high-resolution color graphics give you a bird's-eye view of each hole, showing you every green, bunker, water hazard and tree, and every ball in flight.

You'll choose your club, angle and amount of spin for each drive, and carefully measure your putts. The factors that affect a real game will affect your play, from the velocity of the wind to the difficulty of the green. If you're not careful, your ball can ricochet off a tree, be lost in the rough, or drop into a lake.

In a very real sense, this game puts all the world's best courses and players in the palm of your putting hand!

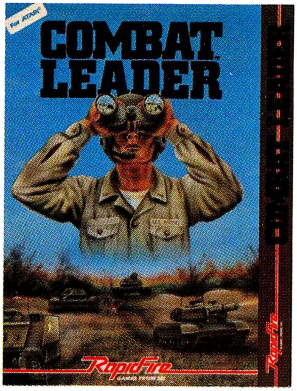
# New Conversions




$39.95

Commodore 64™

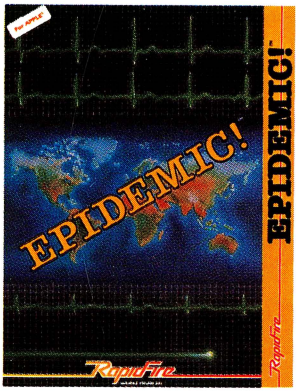
Available November 15, 1983.




$39.95

Commodore 64™

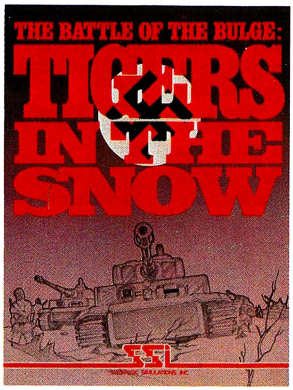
Available now.




$34.95

ATARI®

Available December 30, 1983.




$39.95

Commodore 64™

Available December 1983.

# In the Works at SSI

☐ NORWAY 1985, the third game in our "When Superpowers Collide" series. ☐ A business game where you become a 19th-century railroad entrepreneur. ☐ A gunfight game in the "old West" genre. ☐ A monstrous Eastern Front game.

Atari conversions are planned for: Computer Ambush; Fighter Command; Germany 1985; Broadsides; Galactic Adventures; and RDF 1985.

Commodore 64 conversions are planned for: The Cosmic Balance; Germany 1985; RDF 1985; Geopolitique 1990; and Broadsides.

Regretfully, the IBM® Computer Baseball conversion has been put on hold indefinitely. We'll be sure to keep you up-to-date on any developments.

APPLE, ATARI, TRS-80, IBM, and COMMODORE are the registered trademarks of Apple Computer Inc, Atari Inc, the Tandy Corporation, International Business Machines Corp, and Commodore Electronics, Ltd., respectively.

# Second Editions & Updates

FOR APPLE ONLY

**Disk labels with "Version 1.1" identify the updated disks of the first six games listed below. Update disks below are $10 each, except for Computer QB ($15.00) & Computer Ambush ($20).**

**COMPUTER BISMARCK.™** Our proprietary RDOS allows for slightly faster play.

**GUADALCANAL CAMPAIGN.™** We've made many subtle improvements to the game (for example, a better-playing computer during solitaire).

**CARTELS & CUTTHROATS.™** RDOS allows for slightly faster play.

**COMPUTER AIR COMBAT.™** Plays faster & lets you use the new warplane data disk.

**OPERATION APOCALYPSE.™** RDOS speeds up play by 20 to 30 minutes.

**THE WARP FACTOR.™** RDOS allows for slightly faster play.

**COMPUTER BASEBALL.™** Among other improvements to the game, this update prints out the box score and the line score at the end of the game. If your current disk does not have this feature, send $10.00 to SSI, and we'll ship you this update.

**NAPOLEON'S CAMPAIGNS: 1813 & 1815.™** Now you can resolve all battles with or without using the computer. Simply use any methods you like (such as Napoleonic miniatures) and enter the off-line combat results into the computer. It will incorporate them into the strategic game. If your current disk does not have this feature, send $10.00 to SSI, and we'll mail you the new disk.

**COMPUTER QUARTERBACK™: The Second Edition.** We've made a great strategy football game even better. Now, whether you play a two-player game or against the computer, you can draft a team to your very own specifications. And with our NFL Teams Data Disk (available separately), you can use actual pro teams! Sound effects such as whistles and sirens (after a touchdown) have been added to give the game a real flair. Improved graphics provide a cleaner and clearer look. An improved base model of NFL football makes this game unequalled in realism and excitement. $15.00 to SSI gets you the new disk and rulebook.

**COMPUTER AMBUSH™: Improved Edition.** Thanks to its all-new assembly language program, the new edition of COMPUTER AMBUSH plays **40 times faster** than before!

Now, you can create your own soldiers, rearranging their combat characteristics to your own specifications. You can also distribute weapons among your men as you like, even transfer weapons from one soldier to another as play progresses.

For those of you who loved the old COMPUTER AMBUSH but hated its limitations, your hopes and dreams have been answered! For those of you new to the game, all we can say is: Check your blood pressure and pulse and jump in! If you already have the old COMPUTER AMBUSH, send $20.00 to SSI and we'll mail you the update. The complete game goes for $59.95.

**NOTE: Backup disks for all our games are now available directly from SSI for $10.00.**

# T-Shirts & Posters

SSI is proud to offer its first poster. Measuring 18 by 36 inches, it shows the full-color painting of KNIGHTS OF THE DESERT as well as thirty-two of our box covers. Printed on the finest heavy-weight stock with the best lithographic process, it is truly a superb piece of art. Price: **$2.50 each.**

We're also offering T-shirts depicting one of our best games — FIGHTER COMMAND. Printed in three colors on all-cotton heavy shirts, they come in Small, Medium, Large and X-large (adult men sizes). Price: **$7.50 each** (please specify size).

**NOTE:** Please add $2.00 to your order for shipping and handling.

# Data Disks

**All data disks are for the APPLE unless otherwise specified, and all are available directly from SSI for $15.00 each.**

**Computer Quarterback 1980 NFL TEAMS DATA DISK.** This contains player statistics for all 1980 and several historical NFL teams. (This disk can only be used with the second edition of Computer Quarterback™.)

**Computer Quarterback 1981 NFL TEAMS DATA DISK.** This contains player statistics for all 1981 NFL teams. (It can only be used with the 2nd edition of Computer QB.)

**Computer Baseball 1980 TEAMS DATA DISK.** Update your major-league matchups with stats for all the 1980 AL and NL teams.

**Computer Baseball 1981 TEAMS DATA DISK & STATISTICS COMPILER.** Update your major-league matchups with stats for all the 1981 AL and NL teams. A stat compiler is featured; it records all performance statistics of games played using this disk.

**Computer Baseball 1982 TEAMS DATA DISK & STATISTICS COMPILER.** Same as 1981 data disk, but with 1982 teams.
Commodore 64 version available December 1, 1983.

**Computer Air Combat PLANES DATA DISK.** Contains over 50 planes from World War II and the Korean War. For version 1.1 of Computer Air Combat™ only.

# MORE DATA DISKS

**305 Computer Baseball TEAMS.** This unique 5-disk set from CB Enterprises features every pennant and division winner from 1900 to 1979. It also contains dozens of notable and notorious teams, including the 1962 Mets, 1952 Pirates, 1930 Phillies, 1941 Red Sox, 1915 Tigers. Entire set only **$60.00** postage paid, or send for a FREE team list and order just the ones you want. Send orders and requests to: **CB Enterprises, 5678 Biscayne Dr., Lake Worth, FL 33463.** Checks or money orders only, please. Florida residents add applicable sales tax.

**The Cosmic Balance SHIPYARD DATA DISK.** Contains over 20 ships that competed in *Computer Gaming World's* COSMIC BALANCE Ship Design Contest (including the winner's and judge's ships). **Please specify APPLE or ATARI version when ordering.**
Available from: **Computer Gaming World, P.O. Box 4566, Anaheim, CA 92803-4566. $15.00.**

**CB Enterprises and Computer Gaming World are not affiliated with SSI. We are not responsible for their products and announce them here for your information only.**

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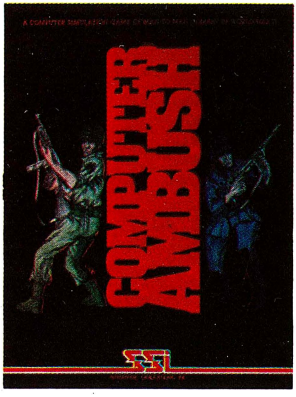
# Get More Out of Your Computer Games!

The staff at SSI highly recommends COMPUTER GAMING WORLD, a bi-monthly magazine dealing with the personal computer game hobby. In addition to reviews, CGW has strategy/tactics, game design notes, contests, game ratings, and many other features that make it invaluable for the serious gamer. Subscriptions are available for $12.50 per year; $2.75 for a sample issue.
Write to: COMPUTER GAMING WORLD, P.O. Box 4566, Anaheim, CA 92803-4566.

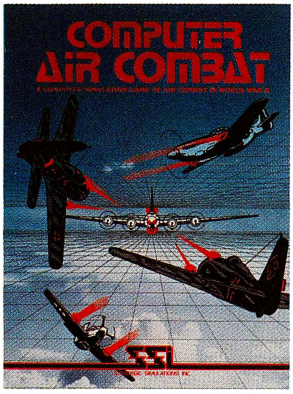
# THE COMPLETE LINE FROM STRATEGIC

So that you may derive the most fun from our wargames, we've separated them into ADVANCED, INTERMEDIATE, and INTRODUCTORY categories. If you are a newcomer to strategy gaming, we suggest that you begin with one of our Introductory wargames, going on to the Intermediate and Advanced games as you become

WARGAMES



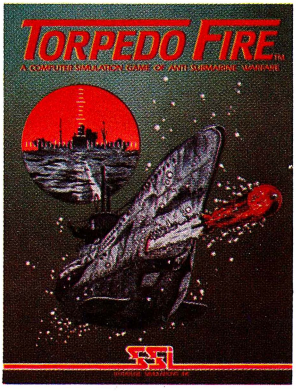

New, improved edition lets you wage World War II man-to-man combat 40x faster than before!
By Ed Williger & Larry Strawser.
**ADVANCED; For APPLE.**



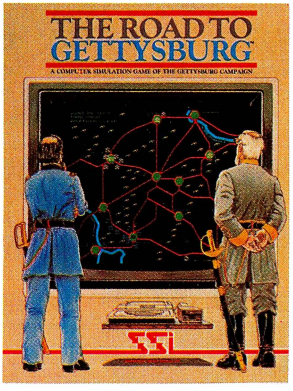

Re-enact World War II aerial warfare with 36 different planes from U.S., Germany, Britain & Japan.
By Charles Merrow & Jack Avery.
**ADVANCED, For APPLE.**

A superb strategic-level simulation of the RAF against the Luftwaffe during the Battle of Britain.
By Charles Merrow & Jack Avery.
**ADVANCED, For APPLE.**

WARGAMES




Beautiful graphics enhance this exciting simulation of World War II anti-submarine warfare.
By John Lyon.
**ADVANCED, For APPLE.**




You take the place of Generals Lee and Meade to direct this decisive Civil War campaign.
By Paul Murray.
**ADVANCED, For APPLE.**

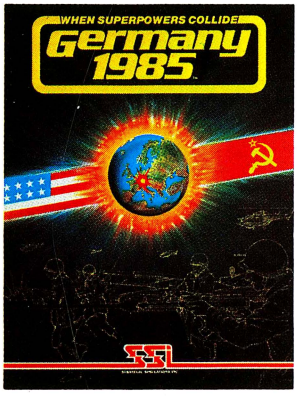
You become Napoleon as you re-enact his notorious campaigns at Leipzig and Waterloo.
By Paul Murray.
**ADVANCED; For APPLE.**

# OF COMPUTER GAMES SIMULATIONS INC.

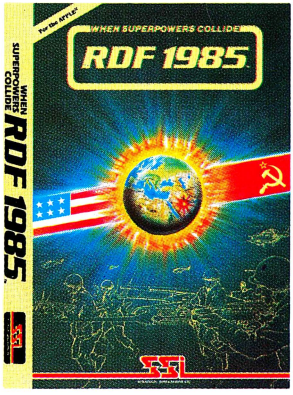
more familiar with the concepts of strategy simulation.

Please see pages 12 and 13 for complete information on prices, game ratings (derived from our customer response cards) and the computer format available for each game.

WARGAMES



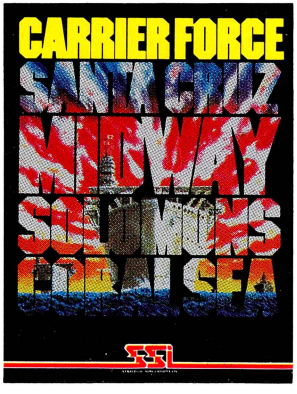

NATO forces must repel the Soviet invasion of West Germany ...when superpowers collide!
By Roger Keating.
**ADVANCED, For APPLE.**



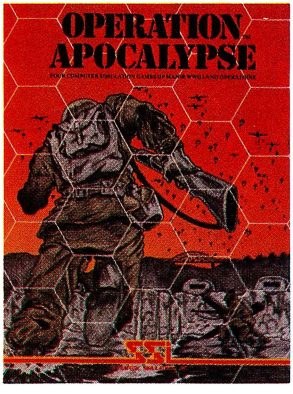

The U.S. Rapid Deployment Force must take Soviet-captured oilfields in Saudi Arabia.
By Roger Keating.
**ADVANCED, For APPLE.**

The Israeli counterattack to cross the Suez Canal during the October War of '73 against Egypt.
By Roger Keating.
**ADVANCED, For APPLE.**

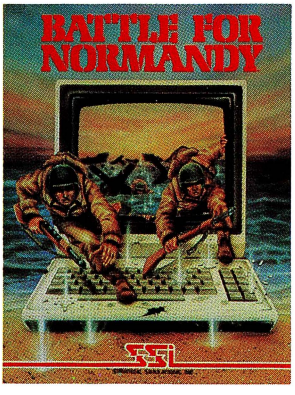
WARGAMES



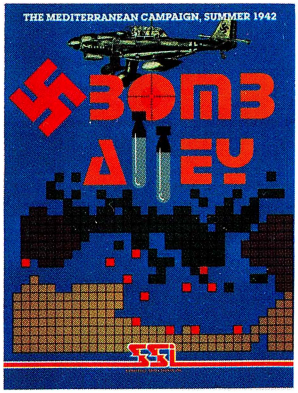

Four classic carrier battles in the Pacific during World War II: Midway, Santa Cruz, East Solomons & Coral Sea.
By Gary Grigsby.
**ADVANCED; For APPLE & ATARI.**



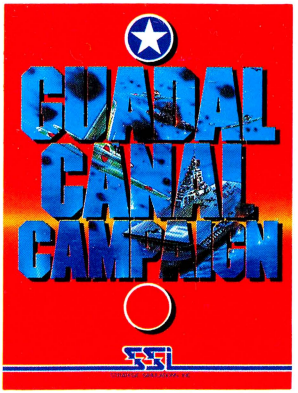

A tactical game with four scenarios simulating battles on the Western Front in 1944-5.
By Roger Keating.
**INTERMEDIATE; For APPLE.**



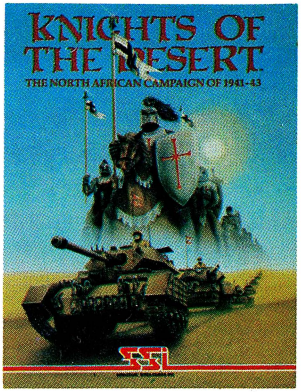

D-day! Re-create the massive Allied invasion of Northern France in June 1944. By Tactical Design Group.
**INTERMEDIATE; For APPLE, ATARI, TRS-80, IBM PC & COMMODORE 64.**




The definitive simulation of the Summer 1942 Mediterranean Campaign; includes the Battle of Crete.
By Gary Grigsby.
**INTERMEDIATE; For APPLE.**

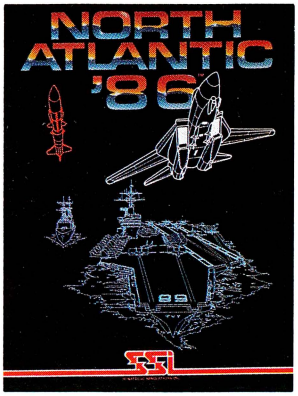



A monster-scale computer wargame of this great Pacific land-sea-air campaign of World War II.
By Gary Grigsby.
**INTERMEDIATE; For APPLE.**

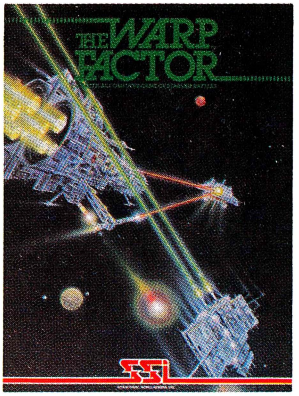



Joust with armored tanks during the North African Campaign of 1941-42.
By Tactical Design Group.
**INTERMEDIATE; For APPLE, ATARI, TRS-80 & COMMODORE 64.**

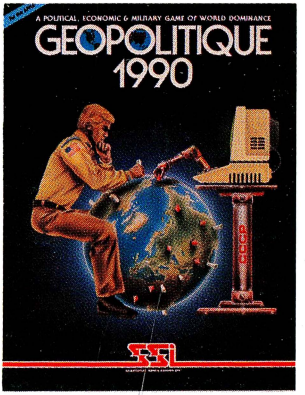





SSI's projection of giant-scale air-naval-land battles in future Soviet-NATO confrontations.
By Gary Grigsby.
**INTERMEDIATE; For APPLE.**

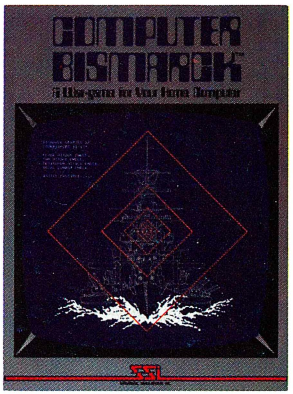



Fly through hyperspace as you engage in interstellar battles with starships from five Galactic Empires.
By Paul Murray. **INTERMEDIATE; For APPLE & IBM PC.**

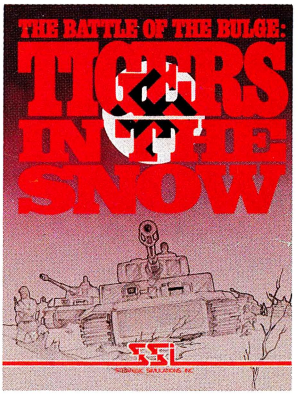



You play the U.S. while the computer plays Russia in this economic, political & military game of world dominance.
By Bruce Ketchledge.
**INTERMEDIATE; For the APPLE.**

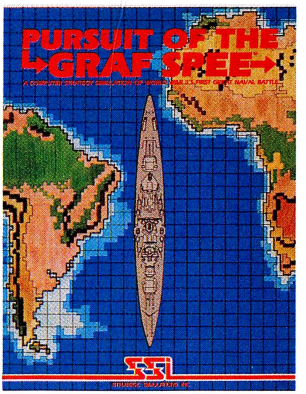




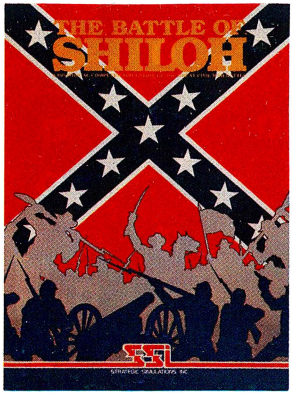

British ships and aircraft attempt to rid the North Atlantic of Nazi Germany's deadly battleship.
By John Lyon.
**INTERMEDIATE; For APPLE.**



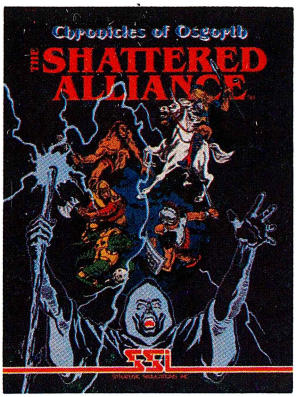

An operational-level game of Hitler's final desperate assault — the Battle of the Bulge! By Tactical Design Group.
**INTRODUCTORY; For APPLE, ATARI, TRS-80, IBM PC & COMMODORE 64.**



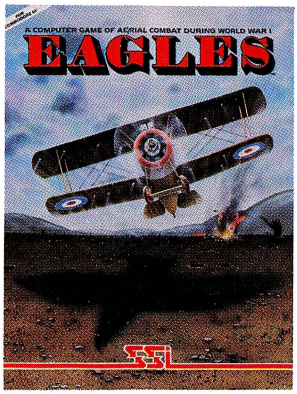

The South Atlantic is your hunting ground in World War II's first great naval battle.
By Joel Billings.
**INTRODUCTORY; For APPLE.**



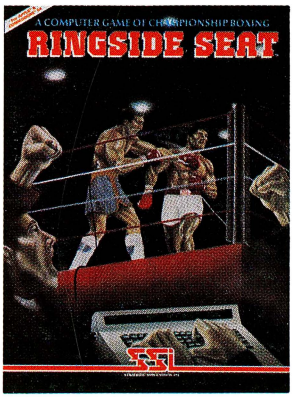

A realistic and enjoyable look at the great Civil War battle for Tennessee. By Tactical Design Group. **INTRODUCTORY; For APPLE, ATARI, & TRS-80.**



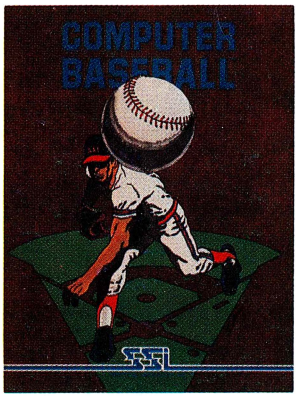

Magical creatures battle on the fantasy world of Osgorth. Historical Ancient armies also included. By John Lyon. **INTRODUCTORY; For APPLE & ATARI.**



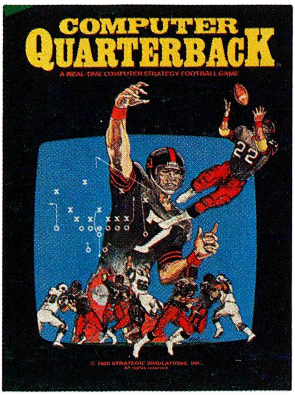

Fly biplanes such as the Sopwith Camel against such legends as the Red Baron during World War I. By Robert Raymond. **INTRODUCTORY; APPLE, ATARI & COMMODORE 64.**




Now, you can manage all the famous boxers of the past and present to find out who really is the greatest of all. By Carl Saracini. **INTRODUCTORY; For APPLE & COMMODORE 64.**

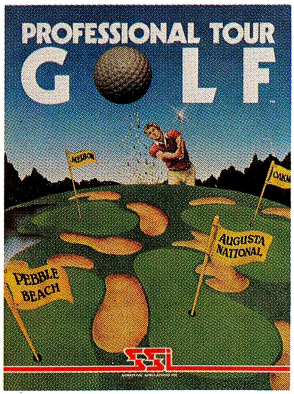



Voted "1982 BEST COMPUTER SPORTS GAME" by Electronic Games magazine. Enough said? By Charles Merrow, & Jack Avery. **For APPLE, COMMODORE 64 & IBM PC.**

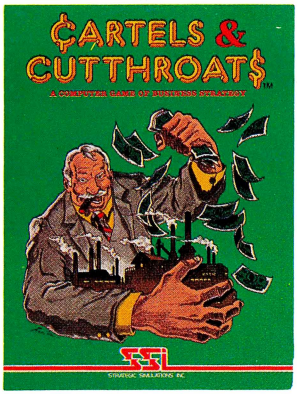



Our popular real-time simulation of semi-pro and NFL football. Game paddles required. By Dan Bunten. **INTRODUCTORY; For APPLE.**

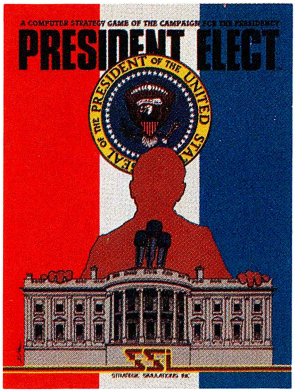





Tee off against the Masters on some of the most challenging and famous golf courses in the world. By Henry Richbourg. **INTRODUCTORY; For APPLE & COMMODORE 64.**




Run your own megabucks corporation in the economic jungle of Big Business. For up to 6 players. By Dan Bunten. **INTRODUCTORY; For APPLE.**




Campaign for the Presidency in the grueling 9-week race using historical or imaginary candidates. By Nelson Hernandez, Sr. **INTRODUCTORY; For APPLE.**

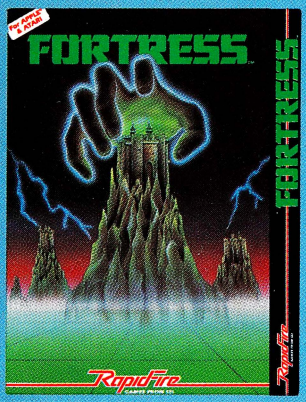
# RapidFire

## GAMES FROM SSI

RAPIDFIRE. The name says its all: Speed. Power. Excitement.

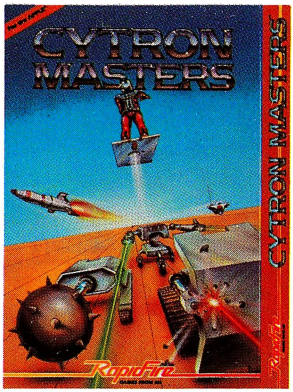
The new RAPIDFIRE line from SSI contains all the ingredients needed to make the perfect games for your personal computer. First, we start off with a base stock of only the most popular themes such as science-fiction and fantasy. We then heap into it a generous portion of fast-paced action and pure, unadulterated fun. Finally, we add our special touch of sophistication and challenge to give it that distinctive SSI flavor.

At SSI, we're really cookin'!

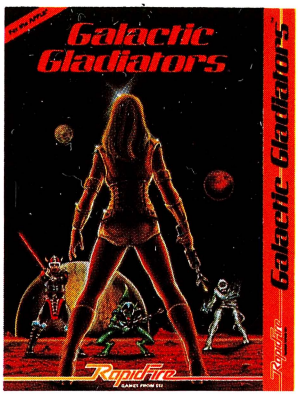



Domination by tactical conquest and fortification is the name of the game in this simple yet challenging classic.
By Jim Templeman & Patty Denbrook.
**For APPLE & ATARI.**

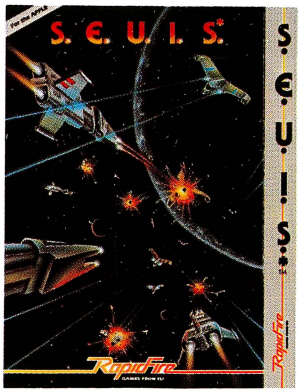
Perfect for pinball fanatics who've been yearning for true realism in video arcade action.
By John Lyon.
**For APPLE & ATARI.**



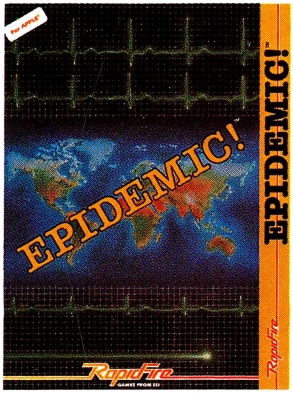

An army of mindless but deadly Cybernetic Electronic Devices is yours to command. Game paddles required.
By Dan Bunten.
**For APPLE & ATARI.**



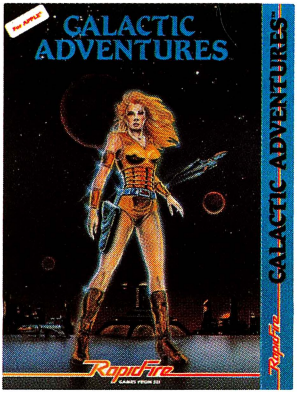

You are caught smack in the middle of a cosmic shootout among 14 bizarre alien species.
By Tom Reamy.
**For APPLE & IBM PC.**



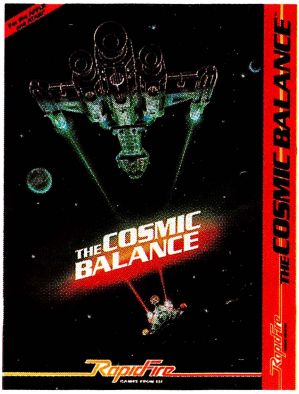

S.E.U.I.S. stands for "Shoot'Em Up In Space"; it features true arcade action. Need we say more? Game paddles required. By John Lyon.
**For APPLE.**



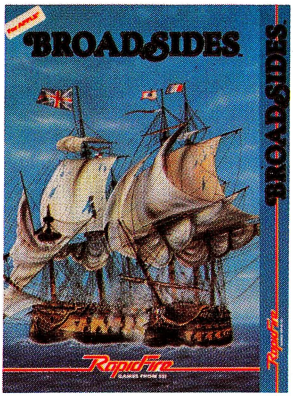

In this graphically beautiful game, billions of lives are at stake as Earth is infected by deadly, alien microbes. You are her only hope.By Steve Faber.
**For APPLE, ATARI & IBM PC.**



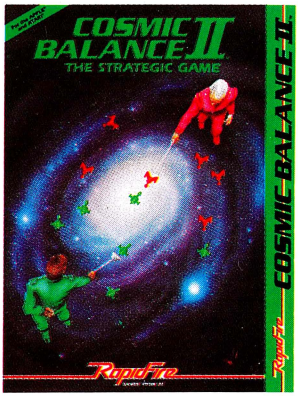

Sequel to **Galactic Gladiators™**, this science-fiction , role-playing game takes you way out of this world.
By Tom Reamy.
**For APPLE.**



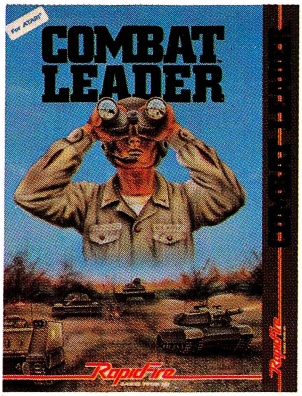

This game not only lets you command a starfleet, it lets you build and design your starships!
By Paul Murray.
**For APPLE & ATARI.**




The romantic and adventurous age of fighting sail is here again as you captain an 18th-century warship.
By Wayne Garris.
**For APPLE.**




The strategic sequel to **The Cosmic Balance™** is the ultimate training course for Galactic emperors-to-be.
By Paul Murray.
**For APPLE & ATARI.**




Arcade-like graphics and action plus strategy-gaming sophistication and realism make this a sure winner. Joystick required. By David Hille.
**For ATARI & COMMODORE 64.**

# THE COMPLETE LIST OF GAMES FROM SSI

## For the APPLE®

**All APPLE games are on 48K mini floppy disk for the Apple II with Applesoft ROM, II+, and IIe. All will also work on the Apple III except those games marked with "†."**

| TITLE | Playability* | Realism* | Excitement* | PRICE |
|---|---|---|---|---|
| COMPUTER BISMARCK™ | 6.9 | 7.2 | 6.7 | $59.95 |
| COMPUTER AIR COMBAT™ | 6.6 | 7.0 | 6.4 | $59.95 |
| OPERATION APOCALYPSE™ | 7.5 | 6.6 | 6.9 | $59.95 |
| TORPEDO FIRE™ | 6.3 | 7.3 | 6.5 | $59.95 |
| THE SHATTERED ALLIANCE™ | 7.2 | 6.4 | 6.5 | $59.95 |
| SOUTHERN COMMAND™ | 6.6 | 7.0 | 6.7 | $59.95 |
| NAPOLEON'S CAMPAIGNS™ | 6.5 | 7.4 | 6.7 | $59.95 |
| THE ROAD TO GETTYSBURG™ | 6.1 | 7.2 | 6.3 | $59.95 |
| PURSUIT OF THE GRAF SPEE™ | 6.8 | 6.5 | 6.0 | $59.95 |
| GUADALCANAL CAMPAIGN™ | 7.5 | 7.4 | 7.5 | $59.95 |
| BOMB ALLEY™ | 7.6 | 7.5 | 7.7 | $59.95 |
| GERMANY 1985™ | 6.9 | 7.3 | 7.0 | $59.95 |
| THE BATTLE OF SHILOH™ | 7.3 | 6.3 | 6.2 | $39.95 |
| TIGERS IN THE SNOW™ | 7.0 | 6.4 | 6.3 | $39.95 |
| BATTLE FOR NORMANDY™ | 6.8 | 6.9 | 6.5 | $39.95 |
| COMPUTER AMBUSH™ (2nd Ed.) | 7.1 | 7.9 | 7.6 | $59.95 |
| FIGHTER COMMAND™ | 7.3 | 7.9 | 7.5 | $59.95 |
| NORTH ATLANTIC 1986™ | 7.5 | 7.5 | 7.7 | $59.95 |
| KNIGHTS OF THE DESERT™ | 6.9 | 7.1 | 6.8 | $39.95 |

## For ATARI® 400/800/1200

| TITLE | FORMAT | Playability* | Realism* | Excitement* | PRICE |
|---|---|---|---|---|---|
| THE SHATTERED ALLIANCE™ | 40K Disk | 7.2 | 6.3 | 6.4 | $39.95 |
| THE BATTLE OF SHILOH™ | 40K Disk, 32K Cassette | 7.4 | 6.7 | 6.5 | $39.95 |
| TIGERS IN THE SNOW™ | 40K Disk, 40K Cassette | 6.8 | 6.5 | 6.4 | $39.95 |
| BATTLE FOR NORMANDY™ | 40K Disk, 32K Cassette | 7.0 | 7.2 | 7.0 | $39.95 |
| KNIGHTS OF THE DESERT™ | 48K Disk, 40K Cassette | 7.1 | 7.4 | 6.9 | $39.95 |
| EAGLES™ | 40K Disk | 7.6 | 6.6 | 6.7 | $39.95 |
| CARRIER FORCE™ | 40K Disk | NA | NA | NA | $59.95 |
| COSMIC BALANCE™ | 48K Disk | 7.3 | 7.1 | 7.1 | $39.95 |
| COSMIC BALANCE II™ | 48K Disk | 6.9 | 7.0 | 6.6 | $39.95 |
| CYTRON MASTERS™ | 48K Disk, 32K Cassette | 7.9 | 6.6 | 7.6 | $39.95 ‡ $34.95 |
| COMBAT LEADER™ | 48K Disk, 48K Cassette | 7.1 | 7.3 | 7.3 | $39.95 |
| EPIDEMIC!™ | 48K Disk | NA | NA | NA | $34.95 |

‡ **These ATARI games require joysticks.**

| | | | | |
|---|---|---|---|---|
| RDF 1985™ | 7.9 | 7.6 | 7.8 | $34.95 |
| GEOPOLITIQUE 1990™ | 7.4 | 7.5 | 7.6 | $39.95 |
| EAGLES™ | 7.7 | 5.7 | 6.6 | $39.95 |
| CARRIER FORCE™ | NA | NA | NA | $59.95 |
| COMPUTER QUARTERBACK™ | 7.7 | 7.0 | 7.2 | $39.95 |
| COMPUTER BASEBALL™ | 7.9 | 7.6 | 7.3 | $39.95 |
| RINGSIDE SEAT™ | 8.0 | 7.7 | 7.6 | $39.95 |
| PROFESSIONAL TOUR GOLF™ | NA | NA | NA | $39.95 |
| CARTELS & CUTTHROATS™ | 7.7 | 7.4 | 6.8 | $39.95 |
| PRESIDENT ELECT™ | 7.4 | 7.4 | 6.8 | $39.95 |
| GALACTIC ADVENTURES™ | 7.4 | 7.0 | 7.5 | $59.95 |
| GALACTIC GLADIATORS™ | 7.7 | 6.5 | 7.4 | $39.95 |
| S.E.U.I.S.™ | 6.9 | 6.2 | 6.6 | $39.95 |
| CYTRON MASTERS™ | 7.5 | 6.6 | 7.6 | $39.95 |
| THE COSMIC BALANCE™ | 7.3 | 7.0 | 7.2 | $39.95 |
| THE WARP FACTOR™ | 6.7 | 6.7 | 6.4 | $39.95 |
| EPIDEMIC!™ | 7.2 | 6.7 | 6.9 | $34.95 |
| COSMIC BALANCE II™ | 6.8 | 6.7 | 6.5 | $39.95 |
| BROADSIDES™ | 7.1 | 7.4 | 7.5 | $39.95 |
| FORTRESS™ | NA | NA | NA | $34.95 |
| QUEEN OF HEARTS™ | NA | NA | NA | $34.95 |

*** Our customer response cards, included in all SSI game boxes, asked you, the player, to rate each game for Playability, Realism and Excitement. 9 is excellent and 1, poor. Here, we present the average scores for each game. NA means not available due to a game's recent release.**

**† These games require game paddles or joysticks. Not playable on the Apple III.**

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# For the TRS-80®

**Level II, Models I & III**

| | | | | | |
|---|---|---|---|---|---|
| THE BATTLE OF SHILOH™ | 16K Cassette | 7.6 | 6.9 | 7.2 | $39.95 |
| TIGERS IN THE SNOW™ | 16K Cassette | 7.3 | 7.2 | 7.2 | $39.95 |
| BATTLE FOR NORMANDY™ | 16K Cassette | 7.4 | 7.1 | 7.0 | $39.95 |
| KNIGHTS OF THE DESERT™ | 16K Cassette | 6.0 | 6.9 | 6.1 | $39.95 |

# For the IBM® PC

Most APPLE® games are compatible with QUADLINK™.

| | | | | | |
|---|---|---|---|---|---|
| THE WARP FACTOR™ | 64K Disk, Color/B&W | 6.0 | 6.0 | 5.8 | $39.95 |
| TIGERS IN THE SNOW™ | 64K Disk, Color | 7.0 | 6.4 | 6.1 | $39.95 |
| BATTLE FOR NORMANDY™ | 64K Disk, Color/B&W | NA | NA | NA | $39.95 |
| EPIDEMIC!™ | 64K Disk, Color | 7.1 | 6.7 | 6.4 | $34.95 |
| GALACTIC GLADIATORS™ | 64K Disk, Color | 7.3 | 6.5 | 7.2 | $39.95 |

# For the COMMODORE® 64

| | | | | | |
|---|---|---|---|---|---|
| KNIGHTS OF THE DESERT™ | 64K Disk, 64K Cassette | NA | NA | NA | $39.95 |
| EAGLES™ | 64K Disk | NA | NA | NA | $39.95 |
| BATTLE FOR NORMANDY™ | 64K Disk, 64K Cassette | NA | NA | NA | $39.95 |
| TIGERS IN THE SNOW™ | 64K Disk | NA | NA | NA | $39.95 |
| COMPUTER BASEBALL™ | 64K Disk | 7.8 | 7.3 | 7.3 | $39.95 |
| RINGSIDE SEAT™ | 64K Disk | NA | NA | NA | $39.95 |
| PRO TOUR GOLF™ | 64K Disk | NA | NA | NA | $39.95 |
| COMBAT LEADER™ | 64K Disk, 64K Cassette | NA | NA | NA | $39.95 |

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